

# Alex Kidd™

## The Lost Stars



SEGA

## Loading Instructions

### Starting Up

1. Make sure the power switch is OFF.
2. Insert the ALICE PAK™ into COBT START cartridge in the Power Base (shown below) as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and retry insertion.

### IMPORTANT

Always make sure the Power Base is turned OFF when inserting or removing your Sega CartCartridge™.

For one player only: Push the START Button on Control Pad #1



## The Kid Returned

Here Alex Kidd, the little guy with big ears – and a big taste for adventure!

Here also the Crown Prince of Arles, the Muscle World, fifteen days from home. Alex is always there to come to the rescue.

In her last adventure, **ALEX KIDD IN REFRACTIVE WORLD™**, Alex learned of his royal blood as he saved Arles from the tyrannical rule of the evil Jester the Clown.

With his father back in place as the rightful King of Arles, Alex left to explore the mysteries of Muscle World – until the twelve stars of the Arles Constellation were stolen from the sky! But why?

Alex climbed to the top of Mount Eternal in search of answers. There he found the ancient wizard Delade, trailing an old, magical scroll.

Delade told him that – some ten thousand years ago – a mysterious evil creature called Eggplant had stolen the same stars from Arles' sky. A score given by the name of Habbakuk! King Arles's ancestor had journeyed beyond the realm of space and time to defeat Eggplant and return the stars to the sky. But before Eggplant fled, it vowed to someday return and finish the dirty deed it had begun!

Now that day had come. Eggplant had once again stolen Arles' stars! But to get them back, Alex would have to follow Habbakuk's footprints into the unknown.

"Where do I begin?" Alex asked Delade solemnly, and opened a magic doorway where only he had been before. "To save the stars of the Arles constellation, step through this door between worlds!"

Alex knew that if he talked on too quiet – the stars of Arles would forever be cold and dark. There was only one thing to do. He stepped through the door.

## The Lost Stars

You are Alex Kidd! Your first step has taken you into the six other worlds. Here, anything is possible – and everything is strange.

In order to return the stars to the Arken Constitution, you must recover the 12 Miracle Balls in which Ziggurat hid the stars. Two Miracle Balls have been hidden in each of the six worlds.

The puzzle is, Ziggurat made sure the Miracle Balls were guarded by either very nasty traps and monsters. To get the Miracle Balls, you will have to evade these obstacles.

And to frustrate those who try to stop him, Ziggurat also made sure that if the first 4 Miracle Balls were recovered and set back into the sky, you would have to go back to the very beginning to get the other six stars!

The journey will be long and filled with danger. Are you clever enough to beat the evil plans of Ziggurat?

## Taking Control

The functions operated by the Control Pad will change according to which Joycon Alex is in.

① DIRECTIONAL BUTTON  
(D-Pad)

② BUTTON 1

③ BUTTON 2

### On the Ground

Direction:

• Moves Alex left or right

Button 1:

• To crouch

Button 2:

• To jump



## In The Water

### Q-Button

- When pushed while holding Button 2 down, Alex can be moved UP, DOWN, LEFT, RIGHT and DIAGONALLY

### Button 1

- To sleep

### Button 2

- Push down and Alex will float, Release and Alex will sink

NOTE: Alex will float only as long as Button 2 is held down

## In The Air

### Q-Button

- When Alex has a balloon he can move in all eight directions

### Button 1

- To shoot

### Button 2

- While on the ground, Alex will jump to grab a balloon
- When Alex has a balloon, pressing this button will make him release it



## Object

You are Alex Kidd. Your mission is to get back the stars that were stolen from the controller. To do this, you must recover the twelve miracle balls.

You will receive one miracle ball every time you successfully complete a round. By completing the last six rounds, you will return half of the strength to the city.

If you complete the last six rounds then all the stars will once again shine over the Miracle World City of Federation.

## End of the Game

Alex Kidd™ The Last Star is a rated game. The game ends when your life meter, located at the top of the screen, turns completely white.

As long as your life meter is red you can continue playing, no matter how many Alexes you kill!

If you make it through a round with red remaining at your life meter, your meter is increased in the next round.

## Continuing Play

If your life meter turns white before you return the stars to the sky, the SEGA MASTERS have given you a way to continue your adventure!

When the Continue screen appears, use the [X-Button] to select **CONTINUE** and press Button 1 or Button 2.

Your game will resume at the beginning of the round you failed to

## Getting Started

To begin a game of *Alien Kicks™ The Last Stars*, press Button 1 or Button 2. In the course of the game, you will see this information on the screen:

- ① Number of Cloud Stars
- ② Super Jump
- ③ Life Meter
- ④ Number of Minion Balls



## Scoring

The main object of *Alex Kidd*™ The Lost Isles is to clear all twelve rounds. So clearing a round is more important than getting a higher score.

The score screen appears at the end of each round.

① Total Score

② Score this Round

③ Bonus

You receive a bonus at the end of each round. The bonus depends on how much of your life meter you have left – the more life meter, the higher the bonus.

If you can clear all the rounds and still get a high score, then you are indeed a *REDA* super player!





## Special Stars

From time to time, special stars that will help you get through each round will appear.

### Jump Star

If you catch this star, you'll be able to jump higher and farther for a limited amount of time.

### Cloud Star

Get this star and you'll be able to shoot all creatures you see in the round by pressing buttons! The number of shots you have will be shown in the upper left corner of the screen.

### Wish Star

This will give you even more cloud shots to use.

### Reindeer

Capture this star and previous time will be added to your life meter.

### Red Alert

This symbol means that there is a special item nearby. Jumping or shooting will reveal it. Press Red over those items to claim them for more points.



## Special Items

- ① Money  
1 000 points
- ② Pendant  
1 000 points
- ③ Mirror  
1 000 points
- ④ Puppet Clown  
1 000 points
- ⑤ Kevlar  
1 000 points

## Five the Magical Worlds

When the stars were stolen from the constellations, two each were hidden in seven different worlds. But because of the way they were hidden, Alex must go through each world twice – and journey back two space days – to return at the stars to the ship.

Each world has its own special fun history – and danger! As Alex Kild, you must decide when to run and jump, when to shoot, and maybe even when to stand still!

At the end of each round there will be a dangerous obstacle or big snakes you will have to avoid to end the round. Strategy and timing will be your only way out!



### Toy World (Rounds 1 & 2)

Toy World is bright, colorful, and deceptively dangerous! As you climb and jump across the moving blocks and dominoes, be careful or you'll fall into a bottomless pit. Try using the rally car with the helicopter. And watch out for the card readers. The look of the toy puppy and the trumpet playing the Toy bear if you are hit by the musical notes from his trumpet you'll lose part of your life meter.

### Machine World (Rounds 3 & 4)

Welcome to Machine World, where moving obstacles force you to make zesty jumps and robots hunt on your destruction! Think fast and you'll be able to make across the pit. But watch out for the Electric Bombs or you'll be in for a big shock!



### World of Make Believe

(Floors 8 & 10)

It is said to be the strangest world ever seen! But if you don't jump fast and shoot straight, the comical and dangerous creatures of this world will become all too real. Watch out for the dizzyed fool!

### Water World (Floors 8 & 11)

Take a dip for a suspense-filled swim with fins and a snorkel! Ugly fish, death charges and electric eels will all try to send you to the belly deep. But to clear the route you'll have to beat the singing jellyfish and her children!



### Monster World (Rounds 1 & 12)

Get ready for a really good scare! All sorts of terrifying creatures are ready to block your way. But you better jump to it if you want to get past the terrifying villain!

### The Giant's Body (Rounds 8 & 10)

If you don't make it through this round, you'll end up as the giant's lunch! You must crawl through the mouth and down to the stomach, without touching the slimy gastric juices. Before you get out, you'll have to evade the whole blood cake. They are hungry too – for you!



### The Shrine of Jiggard (Rounds 7 & 14)

These rounds will take you beyond the boundaries of the planet Aras. Deep into outer space! Without gravity, your jumps will be twice as long – so be careful where you land! Each time you make it to the shrine of Jiggard, six Moon Balls will be released into the sky, returning half the starlight of the constellation.

If you clear this high round, all the stars of constellation will be returned and the good people of Aras will once again enjoy the beauty of starlight!



## Helpful Hints

- Try to master the timing of jumping and swimming. The faster your timing, the faster you will be able to clear the rounds.
- Remember that time is of the essence, but proceed with care. If you try to rush through the rounds, you could make more mistakes and reduce your life meter too far to recover.
- Try to get every special item you see. The SC items especially will help you build your life meter.
- Try to remember when and where the obstacles appear in each round – and be ready for them!

## HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

### For Proper Usage

#### Do not get wet!

- |  |   |
|--|---|
| Do not bend!                                   | Do not subject to any violent impact!   |
| Do not expose to direct sunlight!              | Do not damage or disfigure!             |
| Do not place near any high temperature source! | Do not expose to flames, burning, etc.! |

- Be especially careful not to touch anything on the SEGA CARD!
- Wipes well, completely dry before using.
- Wipes if becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.



Scorecard 100%

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Scorecard 100%

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

**SEGA<sup>®</sup>**

Printed in Japan